



Bend Pinochle Club

Rules of Play & Scoring

{Last Update: 03/23/24}

1. SET UP OF PLAY

- 1.1. Play shall consist of seven (7) games
- 1.2. Each table shall consist of either three (3) or four (4) players, depending on the number of players present
- 1.3. Each game shall consist of four (4) hands; except all of the three (3) player tables shall consist of only three (3) hands.

2. BIDDING PROTOCOLS

- 2.1. A player will either bid or pass, comments such as “pass with help” or “I can open lightly” are not allowed. However, Jump Bids are allowed, in which a player bids two (2) points above the last bid, indicating to their partner they have a short suit(s).
- 2.2. In three (3) handed games, out of courtesy, the "kitty" must be left face down until the bidding is completed and the winning bidder turns them over for all to see. Non-bidders may not preview the "kitty" as they may inadvertently imply the content because of a facial expression.
- 2.3. When a player has either five (5) Nine Cards and no meld, or six (6) Nine Cards, they must announce that status no later than the first occasion they have to bid. If they do not announce their status at that time, or before, or they lay down any meld, they lose the right to call for the multiple Nine Card condition re-deal. At a four (4) handed table, the player with the multiple Nine Card condition must consult their partner seeking agreement prior to formally seeking a re-deal.

3. START OF PLAY

- 3.1 A player can Shoot the Moon, but only if they do not have enough meld to make the bid, along with a potential 250 points from taking all tricks. If a bidder wishes to Shoot the Moon, they must announce it as soon as their partner has passed their four cards, making sure neither partner lays down any meld, including nine's (9's). The bidder must then pass their four (4) extra cards to their partner. Both partners now verbally declare how many meld points that they have in their hands. If the combined meld plus the potential 250 trick points do not meet or surpass the amount of the bid, they may proceed with Shooting the Moon. No meld for either team is counted. If the bidder is successful, they receive 500 points. If the

bidder is not successful, the other team receives the 500 points. In three (3) handed, the other two (2) players receive 500 points each if the bidder is not successful. {Note: If the bid exceeds 500, Shoot the Moon is not available as the 500 they would receive if the Shoot the Moon would not achieve the bid amount.}

3. START OF PLAY {continued}

- 3.2 Once bidder declares the trump suit, they may not change it, even if they accidentally named the wrong suit.
- 3.3 Four (4) handed play - opponents shall not lay down their meld cards until the bidder has passed four cards back to their partner.
- 3.4 Three (3) handed play –opponents shall not lay down their meld cards until the bidder lays face down their three (3) Kitty cards. The bidder must declare the number (if any) of trump cards that were placed in the Kitty.

4. SCORING: OVERVIEW

- 4.1 A Trick taken without points will still save a player(s) meld points.
- 4.2 If the bidding team goes set, the other team will receive their meld, trick points and the bid amount points. In three (3) handed, the non-bid winning players receive both their individual meld, trick points and the bid amount points.
- 4.3 After the 3rd hand of the three (3) handed table is played each of the three (3) players score is doubled, which offsets playing one (1) less hand than the four (4) handed table.

5. SCORING: BREAKDOWN

MELD	SINGLE	DOUBLE
Nine of Trump (9)	10	20
Non Trump Marriage	20	40
Trump Marriage	40	300
Round Robin (Marriages all Suits)	240	
Run in Trump	150	1500
Trump Run with Extra King or Queen	190	
Trump Run with Extra King and Queen	450	
Aces	100	1000
Kings	80	800
Queens	60	600
Jacks	40	400

Pinochle	40	300
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6. TABLE ROTATION

- 6.1** At the conclusion of each game the two (2) winners move counter clockwise to the next table. The loser(s) remain at the same table. At table one (1) the two (2) winners stay and the loser(s) move to the lowest table number.
- 6.2** At the new table, partners will rotate so that each person has a new partner, if possible.